

ABSTRAK

PANGGIH PRIYAMBODO: Pengembangan Model Pembelajaran *Edutainment* berbasis *Detective Thinking* yang Efektif bagi Penumbuhkembangan Keterampilan Proses Sains, Karakter Peduli Lingkungan, dan Hasil Belajar Kognitif Peserta Didik Kelas X SMA UII Yogyakarta. Tesis. Yogyakarta: Program Pascasarjana, Universitas Negeri Yogyakarta, 2014.

Penelitian ini bertujuan untuk: (1) Menghasilkan model pembelajaran *edutainment* berbasis *detective thinking* yang layak untuk pembelajaran biologi dalam rangka menumbuhkembangkan keterampilan proses sains, karakter peduli lingkungan, dan hasil belajar kognitif peserta didik, (2) Mengetahui keefektifan model pembelajaran *edutainment* berbasis *detective thinking* bagi penumbuhkembangan keterampilan proses sains, karakter peduli lingkungan, dan hasil belajar kognitif peserta didik.

Produk yang dikembangkan berupa *draft* model pembelajaran *edutainment* berbasis *detective thinking* disertai dengan perangkat pembelajaran yang meliputi RPP dan LKPD, serta instrumen *authentic assessment* yang meliputi pedoman observasi keterampilan proses sains dan karakter peduli lingkungan, serta soal uji hasil belajar kognitif. Prosedur pengembangan dalam penelitian ini mengacu pada langkah-langkah model prosedural yang diadaptasi dari Model Borg & Gall yang meliputi studi pendahuluan dan pengumpulan informasi, perencanaan dan perancangan, penyusunan *draft (prototype)* model pembelajaran dan validasi, uji coba terbatas dan revisi, uji coba diperluas dan penyempurnaan produk, serta diseminasi dan implementasi produk. Validasi produk dilakukan oleh dua dosen ahli, dua guru biologi SMA UII Yogyakarta, serta dua guru biologi SMAN 2 Wonosari. Uji coba terbatas dilaksanakan di kelas X MIPA 3 SMAN 2 Wonosari dengan dua tahap meliputi uji coba satu-satu dan uji kelompok kecil. Uji coba diperluas dilaksanakan di SMA UII Yogyakarta dengan kelas XA sebagai kelas eksperimen dan kelas XB sebagai kelas kontrol.

Hasil penelitian adalah sebagai berikut. (1) Model pembelajaran *edutainment* berbasis *detective thinking* telah layak untuk pembelajaran biologi dengan kategori “Sangat Baik”. (2) Model pembelajaran *edutainment* berbasis *detective thinking* efektif menumbuhkembangkan keterampilan proses sains, karakter peduli lingkungan, dan hasil belajar kognitif peserta didik kelas X SMA UII Yogyakarta.

Kata Kunci: *model pembelajaran, edutainment berbasis detective thinking, keterampilan proses sains, karakter peduli lingkungan, dan hasil belajar kognitif*

ABSTRACT

PANGGIH PRIYAMBODO: *Developing an Effective Edutainment Teaching Model based on Thinking Detectively for Developing Science Process Skills, Environmental Awareness Character, and Cognitive Learning Achievement of 10th Grade Students of UII Senior High School Yogyakarta.* Thesis. Yogyakarta: Graduate School, Yogyakarta State University, 2014.

This research aims to: (1) produce the edutainment teaching model based on detective thinking which is feasible in biology learning to improve students' science process skills, environmental awareness character, and cognitive learning achievement, (2) investigate the effectiveness of edutainment teaching model based on detective thinking to improve students' science process skills, environmental awareness character, and cognitive learning achievement.

The product of this research was a draft of an edutainment teaching model based on *thinking detectively* which included learning instruments consisting of lesson plan and LKPD, and authentic assessment instruments including a manual of science process skills and environmental awareness character observation, and questions to asses students' cognitive achievement. The developmental procedure in this research was based on the procedural model sequence adapted from Borg & Gall Model which included preliminary study and information gathering, planning and designing, and drafting the prototype of learning model and validation, limited experiment and revision, extended experiment and product refining, dissemination, and product implementation. The product validation was carried out by two professors, two biology teachers of UII Senior High School Yogyakarta, and two teachers of SMAN 2 Wonosari. The limited experiment was conducted to 10th grade students of MIPA 3 class of SMAN 2 Wonosari, in two steps: one-to-one and small group experiments. The extended experiment was conducted in UII Senior High School Yogyakarta involving class XA as the experimental class and XB as the controlled class.

The results of this research are as follows. (1) The edutainment teaching model based on detective thinking is feasible in biology learning in the best category. (2) The edutainment teaching model based on detective thinking is effective to improve students' science process skills, environmental awareness character, and cognitive learning achievement of grade X of UII senior high school Yogyakarta.

Keywords: *learning model, edutainment based on detective thinking, science process skills, environmental awareness character, students' cognitive learning achievement*